ELMER DELLSON

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I am a newly graduated engineer with a Master's degree in Computer Science and Engineering with a specialization in Images and Graphics from LTH, Lund University. I like to both enjoy and create games, film, music and theater. I love analyzing *why* something is good, learning new skills, creating things that I can be proud of, and having new and powerful experiences. I was born and raised in Sweden, and I am fluent in both Swedish and English.

Education

Master of Science in Engineering, Computer Science and Engineering	LTH	2017 - 2023
Film Studies	Lund University	2016 - 2017
Technology Program, Game Development (High School)	LBS Lund	2013 - 2016

For my Master's Thesis I implemented a Dynamic Diffuse Global Illumination solution for a real-time 3D graphics application. My engineering education has been very broad, and included many different areas: I have studied a lot of math, including multidimensional calculus, linear algebra, probability theory, and numerical analysis; computer science theory like algorithm design and analysis, complexity analysis and data structures. I have learned about artificial intelligence and real time computer graphics, both practical implementations and the underlying theory; as well as application development for VR and AR. I have experience with C++, GLSL/HLSL, C#, Java, Python, among other programming languages, and software like the Unity game engine and the Adobe Creative Suite.

I have also done some game development, with and without an engine, both as part of my education and in my spare time, including making a game for VR and a graphics performance demo for AR.

Previous Employment

Grade AB   2021, 2022
Systems Developer, Lund

Full time position as a systems developer at Grade in Lund during two summers. I worked with developing and integrating new features and fixes into the Grade HR platform, wrote automated E2E tests, and researched and compared potential solutions for security and automated documentation generation for the Grade public API. During my time here I learned a lot about working in a team on a larger platform and about version control and feature integration in a live product, as well as further improving my software development skills.

BrainLit AB   2019
Junior Development Engineer, Lund

Full time position as developer at the health-tech company BrainLit at Medicon Village in Lund during the summer. I was involved in two projects: I implemented a user interface for a lighting system, including server communication and database handling; and I worked on an application for calculating how light spreads in a room, implementing the actual algorithm as well as interaction with UI and database.

Other Merits

Directed several productions of student musical theater (spex). This has given me a lot of experience of being directly responsible for other people, and of being the person everyone turns to when they need something. It was also a great experience with creative problem solving: combining the skills of people from many different disciplines to create something great together!

While studying film, I made a re-cut of the three *The Hobbit* films into a one-film version (3h 45m) that is more true to the book and the world of Tolkien.